METAL GEAR
METAL GEAR 2 SOLID SNAKE

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GO AHEAD!
SOLID SNAKE...

THE WORLD OF

METAL GEAR

METAL GEAR 2 SOLID SNAKE™

The first stories of a legend

The 1990s saw a pair of crises threaten the world order—the Outer Heaven Uprising, followed by the Zanzibar Land Disturbance. Both these incidents were resolved by one man, one who would later be hailed as a "legendary hero." In this section we'll go over the narratives of *MG* and *MG2*, which marked the beginning of Snake's story, as well as how they tie into the *MGS* series.

*This document is based on the re-release versions of *Metal Gear* and *Metal Gear 2: Solid Snake*. Its content therefore differs slightly from the original versions and certain story elements featured later on in the series.

MG Story: The Outer Heaven Uprising

Destroy Metal Gear!

The 1990s. Deep in South Africa, in a fortress known as Outer Heaven, a weapon is being developed—an ultimate weapon, with the ability to change the face of war. Having learned of its existence, the United States sends in Gray Fox, the most elite operative of special forces unit FOXHOUND. However, they soon lose contact with him, his last words simply "Metal Gear..." FOXHOUND then dispatches new recruit Solid Snake to Outer Heaven, his mission objectives being to locate the MIA Gray Fox, and destroy this so-called ultimate weapon, Metal Gear. Receiving backup over radio from FOXHOUND commander Big Boss, Snake enters the fortress in a one-man infiltration operation. He slips past its guards, freeing POWs along the way. They give Snake intel that enables him to locate and free Gray Fox, who tells Snake that Metal Gear is a bipedal tank capable of launching a nuclear strike from anywhere on the planet. Fox also tells him that its creator, Dr. Madnar, is the one who knows how to destroy it.

Rescue Dr. Madnar

Snake searches for Madnar while continuing to rescue other prisoners. He also contends with a Hind D attack chopper, a tank, and some of Outer Heaven's formidable mercenaries. Thanks in part to radio support from Schneider, Diane, and other members of the Resistance movement fighting Outer Heaven, Snake overcomes these obstacles and manages to locate the doctor's cell. However, Madnar tells Snake that he won't tell him how to destroy Metal Gear if he doesn't rescue his daughter, Ellen, who is being held hostage in an underground part of the complex. Snake agrees, dealing with some clever traps and more mercs on his way to saving Ellen. After Snake returns to Madnar and informs him his daughter is safe, the doctor tells him the correct order in which to plant plastic explosives on Metal Gear's legs, where its armor is weak. This will destroy it.

The fall of Outer Heaven

Negotiating even tighter security measures, including mines and floors with a high-voltage current, Snake at last comes face-to-face with Metal Gear. He plants the explosives on the weapon's legs while dodging the laser beams targeting him. When the sixteenth bomb goes off, Metal Gear crumbles in the explosion. Snake can't rest long, however, as an alarm goes off, alerting all personnel that the fortress's emergency destruct sequence has been activated.

A battle with Big Boss

Snake hurries out of the facility, but standing in his way is a man he knows all too well—his commander, Big Boss, who reveals himself to be the leader of Outer Heaven. He gave Snake this mission in order to feed him false intel to take back, but Snake performed beyond his expectations, forcing Big Boss to get involved personally. As the countdown to destruction ticks away, the battle between commander and soldier begins. After an intense gunfight, Snake defeats Big Boss. He escapes to the surface, explosive flames rising into the sky behind him. Snake gets on the radio to report a successful mission, then returns to base. Following this, a news flash is broadcast over the radio, reporting the destruction of Outer Heaven as a massive earthquake. Then, from out of the darkness comes a voice, calling out to Snake: "I'm not dead... Someday, I'll get even with you."

Big Boss's identity

The "Big Boss" who dies after Snake defeats him in this game isn't the real Big Boss (Naked Snake); rather, he is Venom Snake from *MGSV:TPP*. He led Outer Heaven as Big Boss's phantom—in other words, as his body double. Venom was originally a medic who served under Big Boss, but in *MGSV:GZ* he fell into a coma after protecting Big Boss from an explosion and becoming seriously wounded. While comatose he underwent plastic surgery to look exactly like Big Boss, taking his place as leader of Diamond dogs when he awoke.

▲The name of the operation in *MG*, Operation Intrude N313, is also the title of the tape played at the end of *MGSV:TPP*.

MG Character Files

CHARACTER FILE 01 SOLID SNAKE

New recruit of special forces unit FOXHOUND. When Gray Fox goes missing after being sent to Outer Heaven to gather intel on Metal Gear, a terrifying new weapon, Snake is sent there on a one-man infiltration mission to locate him, learn more about Metal Gear, and then destroy it.

CHARACTER FILE 02 BIG BOSS

FOXHOUND's commander. Has previous experience with other special forces units, including the Green Berets, the SAS, and the GSG 9. Offers Snake advice over radio.

CHARACTER FILE 03 GRAY FOX

A man who has earned FOXHOUND's greatest honor—the code name "FOX." Despite his abilities, he goes missing after infiltrating Outer Heaven.

CHARACTER FILE 04 DRAGO PETTROVICH MADNAR

Brilliant scientist, who, while attempting to defect to the United States, is captured by agents of Outer Heaven. With his daughter held hostage, he is forced to work on Metal Gear and other weapons projects.

CHARACTER FILE 05 DIANE

Member of the Resistance movement. Well versed on Outer Heaven's mercenaries.

CHARACTER FILE 06 SCHNEIDER

Leader of the Resistance, he knows all about the layout of the fortress.

CHARACTER FILE 07 JENNIFER

Member of the Resistance. Infiltrates Outer Heaven to rescue her older brother, who is being held captive.

CHARACTER FILE 08 STEVE

Member of the Resistance and Diane's older brother. He answers the radio whenever she is absent.

CHARACTER FILE 09 ELLEN MADNAR

Dr. Madnar's daughter, she is being held by Outer Heaven. Former ballet star.

The Mercs of Outer Heaven

CHARACTER FILE 10 SHOTMAKER

Former Spetsnaz member and an expert with a riot gun. Guards the hidden cell.

CHARACTER FILE 11 MACHINEGUN KID

Wields the automatic weapon that inspired his name. Previously a member of the SAS.

CHARACTER FILE 12 FIRE TROOPER

Can handle a flamethrower as easily as a rifle and was once part of the GSG 9.

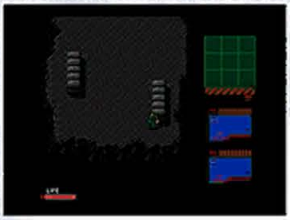
CHARACTER FILE 13 BLOODY BRAD

TX-11 model cyberoid developed by Outer Heaven. Its body is said to be indestructible.

CHARACTER FILE 14 DIRTY DUCK

Former leader of an extremist terror group. Attacks with boomerangs while using hostages as human shields.

MG2 Story: The Zanzibar Land Disturbance



A solo infiltration of Zanzibar Land

In the late 1990s, a military regime takes over a small country known as Zanzibar Land. On top of becoming a nuclear power, they also abduct one Dr. Kio Marv, the man who developed OILIX, an oil-producing microbe. Roy Campbell, commander of special forces unit FOXHOUND, brings Solid Snake out of retirement and tasks him with with rescuing Marv. After slipping into Zanzibar Land territory, Snake searches for the signal from the transmitter implanted in Dr. Marv. This time around, Snake gets support over the radio from Campbell, survival instructor Master Miller, undercover agent Holly White, as well as others. Snake makes contact with who he thinks to be Marv, but it turns out to be the soldier known as Black Ninja in disguise. What's more, Black Ninja himself was Schneider, leader of the Outer Heaven Resistance movement. Using information from Schneider, Snake ultimately gets in touch with Dr. Madnar. He tells him Dr. Marv was moved to the Tower Building. Madnar also reveals to Snake that Big Boss is the leader of Zanzibar Land, and that a new Metal Gear is under development there.

Dr. Madnar's betrayal

Snake makes his way to the Tower Building, having to contend with some formidable adversaries and a Hind D. He also rescues Holly on the way, who tells him that Dr. Marv sent out a carrier pigeon. Snake captures it, contacting Marv on the radio frequency on the pigeon's note, but he doesn't speak his language. Snake then links up with another agent by the name of Gustava, whom he gets to interpret. Marv tells Snake he is being held in the detention camp. Snake and Gustava locate Madnar, and the three of them head to the camp. However, as they are crossing a bridge over a crevice, the bridge is destroyed, and Gustava is killed. The missile that blew up the bridge was fired by a Metal Gear, piloted by none other than former member of FOXHOUND Gray Fox, and Madnar is taken away. Going back to obtain a hang glider, Snake uses it to cross the crevice. He finally locates Dr. Marv, but he is too late— Marv is already dead. According to Madnar, who was in the cell with Marv, Marv hid the OILIX formula in a video game cartridge, which he then hid in a locker before succumbing to his torture injuries. However, Holly calls Snake and reveals that Dr. Madnar is a double agent. His back to the wall, Madnar confesses he killed Marv himself. He also admits to a string of other betrayals before attacking Snake, demanding he hand over the locker key he got from Gustava.

A battle to the death with Gray Fox, piloting Metal Gear D

After defeating Madnar, Snake learns that the brooch Gustava gave him just before she died is a shape memory alloy. He goes into a freezer, freezing the key and changing its shape. This allows him to open the locker and obtain the game cartridge, but he is soon once again confronted by Gray Fox in Metal Gear D. Snake attacks its legs, its weak point, but even after destroying the machine his battle with Gray Fox continues—this time a hand-to-hand contest in a room filled with mines. After a battle to the death, Snake defeats Fox, who reveals to Snake certain feelings and why he joined Big Boss.

Surpassing the legend, the hero Big Boss

Having defeated Gray Fox, Snake is reunited with Big Boss in a room further ahead. The two soldiers of opposing ideologies then enter what will be their final battle. Unarmed due to all his equipment getting burned in the fight with Fox, Snake is forced to scrounge together materials from the rooms around him, crafting an improvised flamethrower which he uses to incinerate Big Boss. He then races to the evac point, linking up with Holly on the way, and escapes Zanzibar Land by chopper. After making sure the game cartridge he secured is the real deal, Snake then disappears once more.

Warriors whose only place is on the battlefield

◀In his speech at the end of *MGS:PW*, Big Boss refers to his unit as his "home."

Before the final battle, Big Boss talks about his reasons for promoting war, saying that soldiers such as himself and Gray Fox need battlefields to call home. He speaks of this need to create a place for soldiers in a speech he delivers to Mother Base in the final scene of *MGS:PW*, revealing this to be the time when he began to harbor such a feeling. Additionally, while it would appear that his defeat in *MG2* liberated Gray Fox from the battlefield, in fact his body was recovered by the Patriots and he became the Cyborg Ninja, thrown back into conflict.

▲In *MGS*, Snake and Gray Fox do battle once again on Shadow Moses Island.

MG2 Character Files

CHARACTER FILE 02
ROY CAMPBELL

FOXHOUND's commander. After Big Boss's departure, Campbell transformed the outfit into a high-tech special forces unit. Planner of precise and careful operations.

CHARACTER FILE 03
HOLLY WHITE

A journalist who has won numerous awards, she also works as a model. An agent for the CIA as well, she has infiltrated Zanzibar Land on the pretense of doing a story.

CHARACTER FILE 04
MCDONELL MILLER

FOXHOUND's survival instructor. Though feared by recruits as the drill instructor from hell, at the same time one can hear the respect in their voice when they address him as "Master Miller."

CHARACTER FILE 01
SOLID SNAKE

After destroying Metal Gear and defeating Big Boss in the Outer Heaven Uprising, he made FOXHOUND famous around the world. Snake left the unit after the incident, retiring to recuperate in Canada, only to be called back into action by the government and Roy Campbell after the situation in Zanzibar Land worsened.

CHARACTER FILE 05
GEORGE KASLER

Military advisor. Has experience in mercenary units around the world—it is said that there isn't a merc alive he isn't familiar with. Also worked as a weapons consultant for FOXHOUND, though his time there was short-lived.

CHARACTER FILE 06
JOHAN JACOBSEN

A zoologist, also known internationally for his conservation efforts, he was friends with Dr. Madnar in university. Visits the area around Zanzibar Land to conduct research on desert life.

CHARACTER FILE 07
GUSTAVA HEFFNER

A former pro figure skater known as the Ice Princess, she was also an Olympic gold medalist. Has worked as a secret agent since failing in her attempt to defect.

CHARACTER FILE 08 DRAGO PETTROVICH MADNAR

A Russian expert in robotics who has defected to the West, he was the developer of TX-55 Metal Gear.

CHARACTER FILE 09 KIO MARV

Czech scientist who developed OILIX, a microbe that produces petroleum. Abducted by Zanzibar Land.

CHARACTER FILE 10 GRAY FOX

Former member of FOXHOUND. After Big Boss left the unit, he disappeared in pursuit of him.

CHARACTER FILE 11 BIG BOSS

Built Outer Heaven in an attempt to control the world's military affairs, but was thwarted by Snake. Following this, he fled to the Middle East.

The Mercs of Zanzibar Land

CHARACTER FILE 12 BLACK NINJA

High-tech ninja outfitted with flex armor. Real identity: Schneider, who appeared in *MG*.

CHARACTER FILE 13 RUNNING MAN

Well-versed in explosives, he utilizes his incredible running speed to plant booby traps. Former sprinter.

CHARACTER FILE 14 RED BLASTER

Expert grenadier and elite assassin who studied special operations at university.

CHARACTER FILE 15 FOUR HORSEMEN

Comprised of former elite members of units such as the SAS and the GSG 9, they are a squad who specialize in behind-closed-doors assasination.

CHARACTER FILE 16 JUNGLE EVIL

Previously a member of a recon commando unit, this expert in ambushes and guerilla warfare is known as "an assassin without form."

CHARACTER FILE 17 NIGHT FRIGHT

Last surviving member of legendary guerilla squad the Whispers, his weapon of choice is a Chinese pistol that is almost completely silent.

THE EXPLANATION OF

METAL GEAR

METAL GEAR 2 SOLID SNAKE™

The origin of the *Metal Gear* systems and style

The *Metal Gear* series started with *MG* and its follow-up, *MG2*.
Let's take a look at the game systems and style of narrative presentation that would serve as the basis for the later *MGS* series.

The World That Began With *MG* and *MG2*

Metal Gear, a "stealth game"

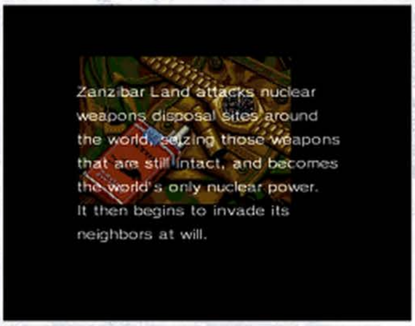
Metal Gear, the first entry in the series, was released in 1987. Its biggest characteristic was its gameplay that involved infiltrating a facility without being detected. The protagonist, Snake, must complete his mission by himself, his weapons and equipment relatively no match for the enemy's. If he is spotted he will quickly be outnumbered, the enemy's concentrated firepower potentially leading to a game over. Even if he does survive the encounter and escapes, they will call for backup and pursue him. The thrill of *Metal Gear* came not from mowing down waves of enemies, but from observing the enemy's movements and planning how to act accordingly. However, this sort of game design came about due to hardware limitations. *Metal Gear* was originally going to be a war game, but the hardware at the time struggled to display large numbers of enemies and bullets simultaneously. It was then decided that while the game would still be about war, it would now have the player sneak through enemy territory, which didn't require featuring numerous enemies on-screen at once. While the precise nature of this game design would evolve, stealth has been a part of every subsequent title in the series.

▲When Snake enters Outer Heaven, he has nothing, and is told all weapons and equipment must be procured on-site. This too became a regular fixture in the series.

▲Though Snake is alone, he receives backup over radio, including advice on where to obtain weapons. These conversations also reflect changes in the situation as well as story developments.

Metal Gear 2, the basis for the *MGS* series

Metal Gear 2 sees Solid Snake embark on another infiltration mission. This sequel boasts a richer story and incorporates even more stealth elements into its gameplay. Additions such as a motion-sensing radar that shows the positions of off-screen enemies, enhanced sound, and the ability to crawl offered more tactical freedom than its predecessor. These and other elements introduced in *MG2* would go on to be featured throughout the *MGS* series.

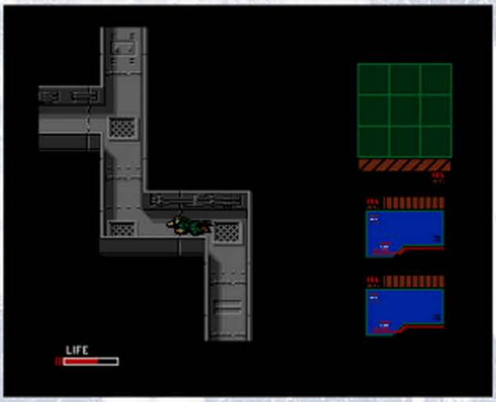


▲Beginning with *MG2*, the games' narratives and settings more strongly reflected actual history, societal issues, and arms affairs.

▲The introduction of the radar made gameplay more tactical. Dots, representing enemies, would move in real-time along with them, creating a sense of going up against real soldiers.

▲If spotted, the enemy's alert status would heighten, and the radar would temporarily be unusable. The feature whereby alert status would return to normal after remaining out of sight for a period of time was also introduced in *MG2*.

▲While sounds such as footsteps and gunfire can alert the enemy if not careful, knocking on a wall could now be used to lure an enemy away, enabling safe passage through an area.



▲Snake could now crawl under vehicles to hide from the enemy, or crawl into an air duct to safely navigate an area, increasing the player's tactical options.

MG & MG2 Character Quotes and Profiles

Like later titles in the series, *Metal Gear* and *Metal Gear 2: Solid Snake* have tightly packed narratives in their own right. Here we'll examine some key scenes and dialogue from both.

◀The first radio call after entering Outer Heaven. Everything began with these words from Big Boss.

Big Boss

"This is Big Boss... Operation Intrude N313. Infiltrate the enemy's base Outer Heaven and destroy the ultimate weapon, Metal Gear!" (*MG*)

Schneider

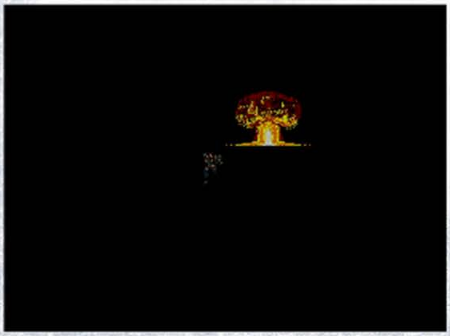
"No way... The Outer Heaven boss is... ...Oh no!! ..." (*MG*)

▶Schneider realizes who Outer Heaven's leader is, but he gets cut off before he can deliver this information to Snake.

"...I am the supreme commander of the FOXHOUND unit... And... The leader of the fortress of Outer Heaven, Big Boss!" (*MG*)

Big Boss

◀Big Boss, who has provided backup to Snake the entire time, turns out to be the mastermind of the incident. From the start, Snake's mission has been orchestrated.



◀Having witnessed the fortress's destruction, Snake gets on frequency 120.13 and reports mission success.

Snake

"No big deal, job done, that's all... No big deal... I'm coming back now. ...OVER" (*MG*)

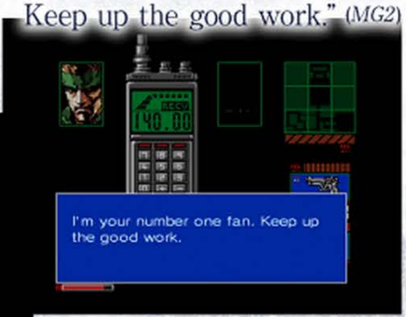
"Snake... Right on time, as always." (*MG2*)

Campbell

◀From Campbell's comment at the start of the mission, it's clear he and Snake know each other well.

??? (Gray Fox)

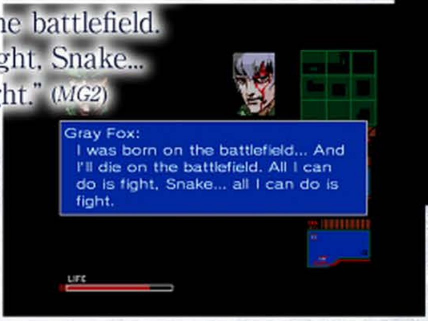
"I'm your number one fan. Keep up the good work." (*MG2*)



▲The informant who tells Snake about the minefield was none other than Gray Fox.

Gray Fox

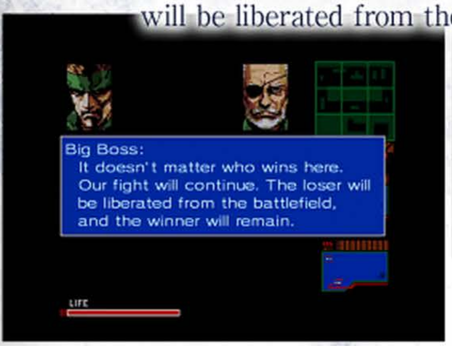
"I was born on the battlefield... And I'll die on the battlefield. All I can do is fight, Snake... all I can do is fight." (*MG2*)

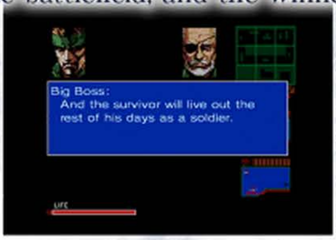


▶On the verge of death, Gray Fox reveals that despite his hatred for war, he doesn't know how to do anything else.

Big Boss

"It doesn't matter who wins here. Our fight will continue. The loser will be liberated from the battlefield, and the winner will remain." (*MG2*)





◀Before the final battle, Big Boss continues, telling Snake that "the survivor will live out the rest of his days as a soldier."

Holly

"You said it yourself. Stay alive, and we'll meet again sometime." (*MG2*)

▶Snake reunites with Holly on his way to the exfil point. Snake is surprised to see her, and she responds with the words he said to her when they first met.

Special Force Group

FOX HOUND